

Guide to Low Level DPS Clover Clear:

I was able to clear clover at 48k ts, relatively undergeared, in around 100ish attempts, no ancients.

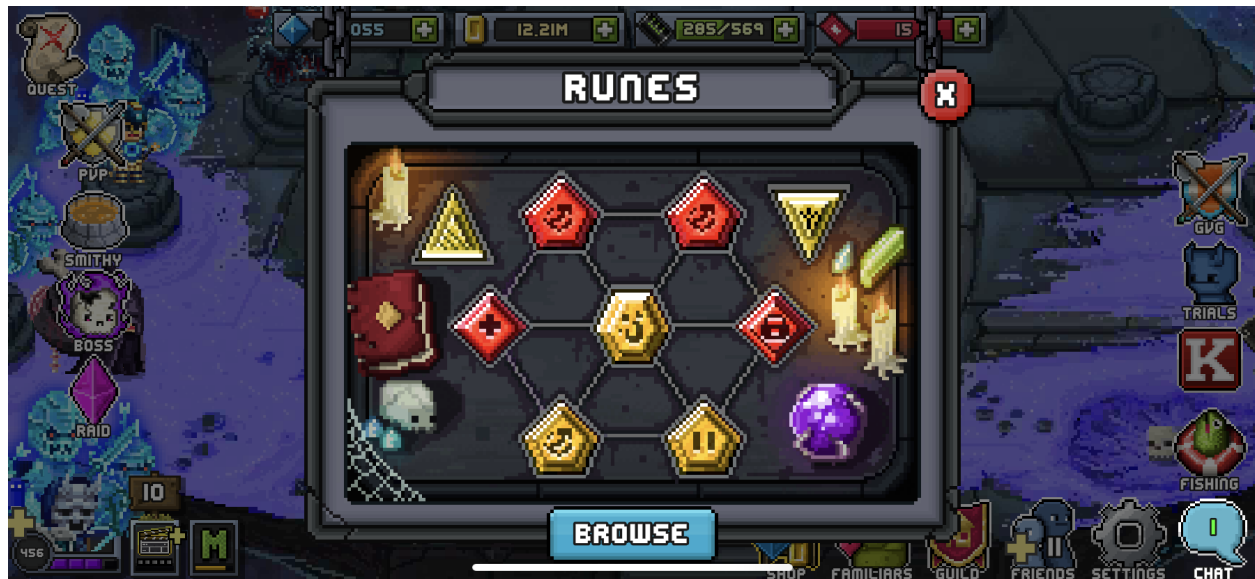


Basics:

- You will probably want around 48k ts but it is definitely very possible to clear with less
- You will want 2 baits, a tank and either Blinka or Dullag
- Generally good (but not necessarily perfect) augs, enchants, runs, pet and accessory
- Offensive pet is extremely helpful. Druffo is incredible.
- Having an awesome and supportive guild like [EPHI] or [T0K3] helps too

Gear:

- 4 piece Aeneas
- Leonidas Savior offhand is good for Gorobot, most mythic off hands and rings are useable
- I used a Gael rune but a Nox rune would work better for Drillo
- I used Bonik and Mayu runes in the triangle slots.



-My enchants are pretty mediocre. Anything with dual strike, empower and speed works here.



-Accessory was Monarch's Command, very helpful due to high % of crit and dual strike. The damage increase was also a helpful way to deal non rng based damage

-Pet was Drucco, super super helpful when dealing with trash waves and Trombo

Fams:

My team was pretty bad. You'll probably be able to roll in with something better, especially if you're reading post t18.

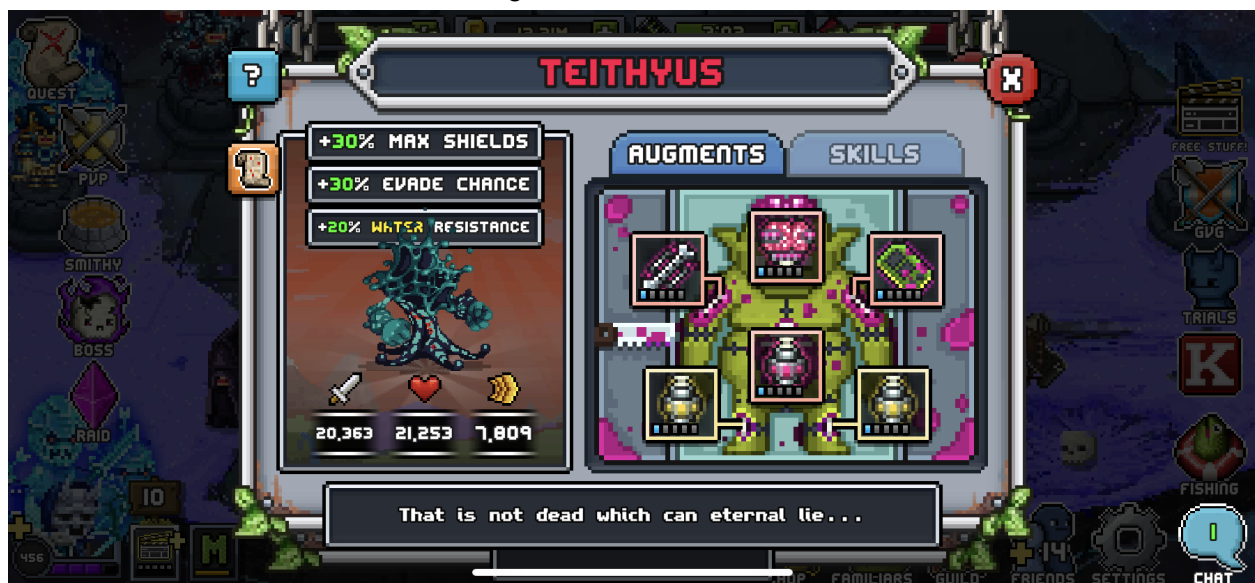
Glarz:

I used 2 glarz, usually kept 1 in front to preserve Teithyus' shield. The other was typically in back. Glarz had an attack team when hit brain with increased heal when under 25% health. Glarz 1sp heal target was massively important for keeping low team members alive.



Teithyus:

Teithyus was the main tank of this run, I kept it in the second slot to preserve its shield for maximum Aeneas enrage procs when entering a boss. I would ideally move it in front when entering a boss but usually forgot to do it. Teithyus was +1, had all evade pumps, redirect and an attack team when hit brain. Other high HP tanks or tanks with barrier will work well too.



Blinka:

Blinka was the healer of the run. Dullag is a good alternative. Blinka was used for its 1sp shield team, as well as the 2 sp spread heal. I usually put Blinka in the 3rd spot in the party. Mine had 3 dual strike pumps, a spread heal and shield per turn aug, and I honestly don't remember the others but anything probably works.



The Dungeon:

Basics:

I would start every run by using the give SP skill on myself, then Blinka, then try to distribute as much sp as possible. Then I would use the 2 sp cleanse to make sure nothing gets killed by a proc, and begin building up shield with Blinka and enrage with Aeneas.

One of the most important parts of the dungeon was building up enrage on non-boss rounds. To do this I would switch out my ring and head with t17 mythic gear, but honestly you could switch with t18 epics too. You can put yourself in front or back for a bit to take enough hits to max enrage.



Peon Wave Build

When facing either Drillo or Trombo I would switch to all speed. By returning to 4 piece Aeneas, the built up shock, (which was about 50k) would hit the furthest enemy for massive damage when entering the fight. I kept about 10kish hp for these bosses just so I wouldn't get one shot. You ideally want like 1,300 attack but I couldn't get that low so went with 1,600. If your attack is low enough and speed high enough you can out speed Trombo, however that's not a requirement.



Build for Drillo/Trombo

Trombo:

Trombo is the boss you want to fight first. It's the one you're most likely to clear without pots aside from maybe Goro. Additionally if you beat Trombo then you have a great chance at clearing the dungeon. Technically the hardest boss, however also the one you can get the luckiest on and kill before it does much damage. There were 4-5 times where I was able to face Trombo and deal massive damage to it before taking much. I would primarily use the Aeneas 2sp to cleanse Trombos shock, however the 0 sp is also good.



Gorobot:

The boss you want to fight second. This is because fighting him first is going to drain your epic mats. You need to reforge for Goro. Your 0sp skill needs to do 25-27k to outpace his healing brain. I used a 4-1-4 stat spread. If you face Tromb and Drillo before Goro you probably won't have your baits surviving, which is why facing Goro second is ideal, unless you have a ton of epic mats, in which case facing Goro first is ideal. Additionally, Goro can't attack the 4th spot in your team so you can go pretty much 0 health to deal maximum damage.

Drillo:

Between its combusts and attack weakest brain, Drillo will immediately destroy your baits. This is why you probably want to face him last. Assuming your whole team is surviving with at least a few able to be potted, you'll have a good chance. I used the 0 sp attack strongest for the most part. Using the same speed spread vs Drillo as I did with Trombo, I could usually move a few times before he could.

Once you've cleared the bosses you should be set. I believe you need to clear the remainder of the peon waves if any are left, but they shouldn't provide any real issues. Some peons are harder than others but you'll get the hang of which to build enrage on and which to kill first.

Wrap-up:

Ultimately I spent about 4 days working on clearing the dungeon. It's pretty intimidating at first, however once you get the feel of the dungeon it isn't quite as bad. I had several runs end up losing due to the final boss evading or coming to a sliver. This is a weirdly non-aggravating dungeon, ironically, despite being the luck based dunegeon, it doesn't feel unfair or TOO rng

reliant. There's a lot that needs to go your way for sure, but it's certainly possible for DPS, even low level scrubs such as myself.

Special Thanks:

I want to give a special thanks to Fyra for giving me a ton of help and support throughout the run, I wouldn't have been able to clear it without him

Also want to give a special thanks to Madbits for also helping me out with strategies and game info.

Also big thanks to my awesome guilds, T0K3 and EPHI!